

Kingdoms of Ind

Karma

- Instant

Once per casting attempt, a Guru using this Lore may change a result of 1 on a dice roll to a 6. However, the next time he rolls a 6 when casting a spell, this roll must be substituted for a 1 instead.

Kingdoms of Ind

Tantra

5+/10+

• 24"/12"

Instant

The target unit gains Always Strike First until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.

Kingdoms of Ind

Creation of Brahmira

6+/12+

• 24"/12"

Instant

The target unit gains +1 to their S and Magical Attacks until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.

Kingdoms of Ind

Ganeshan's Blessing of Fortune

6+/12+

• 24"/12"

Instant

The target unit may re-roll D3 dice that directly affects them until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.

Kingdoms of Ind

Sacred Shield of Vaishna

9+/18+

• 24"/12"

Instant

The target unit gains Ward save (5+) until the start of the caster's next Magic phase. Boosted version affects all friendly units within range.

Kingdoms of Ind

Bolts of Cindra

9+/16+

• 18"/18"

Instant

Roll a D3/D6; this is the number of bolts summoned. Place this number of small templates anywhere within 24" of the Guru (but at least 1" apart). Each template will scatter D6+2". Any model touched by the template takes a S 4 hit, while any model under the hole takes a S 10 hit with Multiple Wounds (D3).

Kingdoms of Ind

Invocation of Shaivi

18+/21+

• 18"/36"

Instant

The target unit will Wound on a 2+ with Ignores Armour Saves until the start of the caster's next Magic phase.

Kingdoms of Ind

Curse of Kali-ma

10+/13+

• 12"/24"

Instant

One chosen enemy model must take a LD test. If failed, the model suffers D6 Wounds, with no saves of any kind allowed.

**WARHAMMER
BATTLE**

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